Equation Town

STORY

 Your equation is a map of a town. You are the detective, and your job is to protect the townspeople from the bad guy by getting the bad guy on one side of town and the townspeople in one group on the other.

LAYOUT

1. The = is a wall dividing the sides of the town.

2. The N or other letter is the “bad guy” you need to catch.

3. A (-) or (÷) is like an arrow stuck to the townspeople or bad guy after it. You cannot separate it from them.

4. A lasso (circle) is always used to capture the N and anything he is holding on to.

5. A truck (box) is used to move the townspeople across town. You must always show the truck where they loaded up and where they got off.

6. An empty house (space after the townspeople left) should get an X to show it’s empty.

7. Groups of townspeople should be combined whenever possible.

8. Every time you rewrite your map, be sure to show where everybody is.

RULES

1. Parentheses are locks. The numbers inside are stuck inside, and the numbers outside cannot get in. Anyone locked inside will find their answer first, since they have nothing else to do.

2. Keys—the only keys to unlock parentheses are to either have only one thing inside or nothing outside. Once you unlock the parentheses, they disappear.

3. Exponents must be eliminated before anything else is done except parentheses, since the little number is not strong enough to break open the parentheses.

4. Multiply and Divide (M&D) are bigger and stronger than Add and Subtract (A&S). M&S will always find their answer first before A&S, except for whoever is locked in the parentheses.

5. Since A&S are smaller and weaker, if you are moving people across town, you must move A&S before M&D.

6. To move people to the *opposite* side of town, draw your truck underneath their house, then write them with the *opposite* sign. Draw the exact same truck on the opposite side of town. Cross out the empty house they left, and redraw your map, combining townspeople if possible.

STEPS

1. Combine any groups of townspeople that you can. First, unlock any that you can, then M&D will find their answers, and then A&S. After combining them, you must redraw your map so you don’t lose track of anybody.

2. Lasso your N and anyone he has locked up with himself, and also any arrows that are stuck in him or the lock.

3. Underline everything on the same side of town but not in the circle. Rescue these people!

4. Move whatever you can to the *opposite* side of town, and mark the house as empty. Redraw your map and combine any groups of townspeople that you can.

5. Continue to capture N, underline the rest, move, combine and redraw until you win!